

**IN THE CLAIMS**

A status of all the claims of the present Application is presented below:

1. (currently amended)      A graphics adapter, comprising:  
a frame buffer operable to store graphics image data rendered by the graphics adapter;  
and  
a network chip coupled to the frame buffer, the network chip comprising:  
a compression unit operable to compress graphics image data of said frame buffer into compressed graphics image data; and  
a network interface operable to receive at least a portion of said compressed graphics image data, said network interface further operable to format said received compressed graphics image data into a plurality of packets for transmission over a communication network.
2. (original)    The graphics adapter of claim 1, further comprising a network interface port coupled to said network interface, said plurality of packets being transmitted from said network interface to said communication network via said network interface port.
3. (original)    The graphics adapter of claim 2, wherein said network interface port is selected from the group consisting of an Ethernet port, an Infiniband port, and a wireless network transceiver.
4. (canceled)
5. (previously presented)      The graphics adapter of claim 1, said network interface operable to receive said compressed graphics image data from said compression unit.
6. (original)    The graphics adapter of claim 1, further comprising a video transmitter operable to transmit graphics image data from said frame buffer to a processor-based system associated with said graphics adapter.

7. (original) The graphics adapter of claim 6, wherein said video transmitter is selected from the group consisting of a RAMDAC (Random Access Memory Digital to Analog Converter) and a DVI (Digital Visual Interface) transmitter.

8. (original) The graphics adapter of claim 6, further comprising a video output port coupled to said video transmitter, said graphics image data being transmitted from said frame buffer via said video output port.

9. (original) The graphics adapter of claim 8, wherein said video output port is selected from the group consisting of an analog video port and a digital video port.

10. (original) The graphics adapter of claim 1, said plurality of packets being transmitted to at least one destination device.

11. (original) The graphics adapter of claim 1, wherein a first selected plurality of said plurality of packets is for transmission to a first destination device and a second selected plurality of said plurality of packets is for transmission to a second destination device.

12. (currently amended) A method for transmitting graphics image data over a communication network, comprising:

logically dividing a frame buffer of a graphics adapter into a plurality of segments, at least one segment of said plurality of segments storing graphics image data rendered by the graphics adapter and corresponding to a particular destination device of a plurality of destination devices;

selecting the at least one segment of said plurality of segments corresponding to the particular destination device of said plurality of destination devices; and

formatting at least a portion of said graphics image data stored in said selected at least one segment into a plurality of packets for transmission by a network interface of said graphics adapter to said destination device over said communication network.

13. (original) The method of claim 12, further comprising transmitting said plurality of packets to said destination device over said communication network.

14. (previously presented) The method of claim 12, further comprising receiving an update request from said particular destination device of said plurality of destination devices prior to said selecting step.

15. (previously presented) The method of claim 14, said selecting step comprising selecting, in response to receiving said update request, said at least one segment of said plurality of segments corresponding to said particular destination device of said plurality of destination devices.

16. (previously presented) The method of claim 12, further comprising adding identification information identifying said particular destination device to each of said plurality of packets.

17. (previously presented) The method of claim 16, wherein said identification information is an Internet Protocol (IP) address of said particular destination device.

18. (original) The method of claim 13, further comprising transmitting said plurality of packets to another destination device of said plurality of destination devices.

19. (currently amended) A method for transmitting graphics image data over a communication network, comprising:

comparing graphics image data of a new image for a particular destination device of a plurality of destination devices with graphics image data of a previous image for said particular destination device stored in a frame buffer of a graphics adapter remote from said particular destination device, said graphics adapter rendering said graphics image data for said new image and said previous image;

selecting blocks of graphics image data of said new image that are different from corresponding blocks of graphics image data of said previous image; and

formatting, by said graphics adapter, said selected blocks of graphics image data of said new image into a plurality of packets for transmission by a network interface of said graphics adapter over said communication network.

20. (previously presented) The method of claim 19, further comprising transmitting said plurality of packets to said particular destination device over said communication network.

21. (original) The method of claim 19, further comprising compressing said selected blocks of graphics image data prior to formatting said selected blocks of graphics image data.

22. (original) The method of claim 19, further comprising adding identification information identifying said selected blocks to said plurality of packets.

23. (original) The method of claim 22, wherein said identification information comprises block numbers for said selected blocks.

24. (original) The method of claim 22, wherein said identification information comprises coordinate information for a plurality of corners of said selected blocks.

25. (previously presented) The method of claim 20, further comprising waiting for a request for graphics image data from said particular destination device.

26. (original) A graphics adapter, comprising:  
a frame buffer operable to store graphics image data; and  
a network attachable graphics chip coupled to said frame buffer, said network attachable graphics chip comprising:

a graphics unit operable to render a graphics image, said graphics unit further operable to provide graphics image data relating to said rendered image to said frame buffer;

a compression unit operable to compress graphics image data of said frame buffer into compressed graphics image data; and

a network interface operable to format said compressed graphics image data into a plurality of packets for transmission over a communication network.

27. (original) The graphics adapter of claim 26, further comprising a network interface port coupled to said network attachable graphics chip, said plurality of packets being transmitted from said network interface to said communication network via said network interface port.

28. (original) The graphics adapter of claim 27, wherein said network interface port comprises an Infiniband port.

29. (new) A graphics adapter, comprising:  
a graphics unit adapted to render graphics image data;  
a frame buffer operable to store said graphics image data; and  
a network interface operable to receive at least a portion of said graphics image data from said frame buffer, said network interface further operable to format said received graphics image data into a plurality of packets for transmission over a communication network.

30. (new) The graphics adapter of Claim 29, wherein the graphics unit and the network interface are disposed on a network attachable graphics chip.

31. (new) The graphics adapter of Claim 29, further comprising a network interface port coupled to said network interface, said plurality of packets being transmitted from said network interface to said communication network via said network interface port.

32. (new) The graphics adapter of Claim 29, the graphics unit adapted to render the graphics image data based on an instruction for a source device for the graphics image data.

33. (new) The graphics adapter of Claim 29, wherein the network interface is operable to format compressed graphics image data received from said frame buffer into a plurality of packets.